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in: Adalwulf of Aedirn, School of the Fox, Swords

# Vulpine Steel Sword Sets



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This fan-fiction article, **Vulpine Steel Sword Sets**, was written by [Adalwulf of Aedirn](#). Please do not edit this fiction without the writer's permission.

The Vulpine Steel set of swords was created from the basis of a previously closely guarded secret of the School of the Wolf and the School of the Cat which had been built around the premise of growing with the witcher's skill level through the various different experience rankings. The Wolf School had enchanted their swords as well as their gear to strengthen sign intensity, status inflictions and speed to different levels used when wielding a certain amount of the gear and swords. While the Cat School had enchanted their swords as well as their gear cause deeper cuts againsts humans and non-humans and magically strengthen a Witcher's growth potential while fighting a monster. The secrets for its designs were guarded by the School of the [Fox](#).

Vulpine Steel Sword- Base

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## Wielded by rank (and below)



Witcher/Witcheress

## Appearance

A simple sword design featuring a curved s-shaped quillon and rather plain meteorite steel blade, a brown colored grip and a pommel featuring a medallion of a fox head's.

## Characteristics

This sword is made out of a unit of leather straps to wrap the hilt, three steel ingots to form the blade, for the enchantments; a unit of ruby dust, a vial of monster saliva, a singular monster eye and a monster brain, which increases the wielder ability to gain adrenaline for advanced witcher sword techniques like Rend and Whirl, as well as increasing chances of causing bleeding on its target by way of deeper cuts and to make a witcher gain more knowledge and skill when used to fight humans and non-humans.

## Enhanced Vulpine Steel Sword

## Wielded by rank (and below)

Adept Witcher/Adept Witcheress

## Appearance

The sword's grip has been rewrapped with two units of leather straps, the center of the hilt is separated halfway down by a metal ring. A fuller now runs six inches from the base of the blade. The quillons are still s-shaped like the previous model.

## Characteristics

Using the base sword to build off of, this sword is rebuilt with two leather straps around the hilt, two dark steel ingots form the reforged blade, and the sword has been enchanted further using a unit of ruby dust, two monster claws, and a unit of powdered monster tissue to increase the wielder's magical sign intensity, increase the wielder's ability to gain adrenaline for advanced witcher sword techniques like Rend and Whirl, as well as increasing chances of causing bleeding on its target and to make a witcher gain more knowledge and skill when used to fight humans and non-humans.

## Superior Vulpine Steel Sword

### Wielded by rank (and below)

Elite Witcher/Elite Witcheress

### Appearance

The sword features a rewrapped more blackened leather grip made of two units of leather scraps on the hilt with the addition of two metal rings, one near the pommel and one near the crossguard its grip rewrapped with a leather scraps. The quillons are the same shape as its previous incarnation. The blade now features a blood grove 4/5ths from the cross guard up as well as a flamberge-esque wavy blade.

### Characteristics

Using the enhanced sword to build off of, this sword's blade is once again melted and three more dark steel ingots are added to the metal then reforged into the blade which is further reinforced and enchanted with the addition of a ruby, a monster tooth, a vial of monster feathers and a unit of monster blood to further increase the intensity of the witcher's signs, increases the wielder's ability to gain adrenaline for advanced witcher sword techniques like Rend and Whirl, more easily cause critical hits as well as increasing chances of causing bleeding on its target and to make a witcher gain more knowledge and skill when fighting humans and non-humans.

## Mastercrafted Vulpine Steel Sword

### Wielded by rank (and below)

Master Witcher/Master Witcheress

### Appearance

The blade now features a pitch black grip with metal sections, in three parts (including a ring guard at the hilt). The blade has a slight less wavy flamberge-esque section like the previous model near the hilt and a fuller which features runes 7/8ths of the way up the sword. The s-shaped quillons are now more twisted in pattern.

### Characteristics

This sword's metal composite has been reinforced with the addition of two dimertium ingots, its hilt is wrapped with two units of leather scraps, for the enchantments the use of a flawless ruby, a monster egg, a monster bone, and a siren's vocal chords enchant the blade to slightly increase the intensity of the witcher's signs, an increase in the wielder's ability to gain adrenaline for advanced witcher sword techniques like Rend and Whirl, more easily cause critical hits as well as increasing chances of causing bleeding on its target and to make a witcher gain more knowledge and skill when fighting humans and non-humans.

## Grandmaster Vulpine Steel Sword

This sword is only wielded by the Grandmaster or Grandmistress of the School of the Fox, its design is based off the design of the individual models for the Grandmaster silver swords for both the schools of the Wolf and the Cat.

### Appearance

The blade now features a single straight blade with a fuller that ran 2/5ths up the blade. The blade is etched with runes of power 5/6ths up the blade. The sword now features a set of ring guards above and below the quillons while the quillions take on a curved thin shape which are squared off at the ends. The pommel features a medallion with a fox head design.

### Characteristics

This sword has been reinforced with the addition of incredibly two rare and expensive enriched dimeritium ingots to the metal, for the enchantments a ruby, a sapphire, a unit of monster blood and a unit of monster essence are used to enchant it to slightly increase the intensity of the the witcher's signs especially Aard, increases the wielder ability to gain adrenaline for advanced witcher sword techniques like Rend and Whirl, more easily cause critical hits and dismemberment as well as increasing chances of causing bleeding on its target and to make a witcher gain more knowledge and skill when fighting humans and non-humans.

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